

هذ العمل
من أعداد
وتقديم
MD13


الزومبي مزيج بين الواقع والخيال
يملكون القدرة علي تكاثر أكثر من أي فيروس آخر
يجب تدمير الزمبي
SPKOW
يجب تدمير الزمبي
البعض من الناجين استعانة بتكنولوجيا الفضاء للتخلص من هذا الداء
الكثير والكثير منهم
في كل مكان
..Sooo..
جأعون ومتعطشون لدماء
...SO...HUNGRY


POP POP POP POP POP POP POP
يجب آبادة الزمبي
يجب قتلهم
"SOMETHING?"
مالذي تفعله انت هنا
هذا الكوكب لنا نحن
POP POP POP POP POP POP POP
POP POP POP POP
POP POP POP

THE BEGINNING AT THE END

By **Chris Ryall**

Okay, maybe starting the *ZvR* story at its conclusion wasn't the smartest idea.

In late 2005, fresh off our Eisner-losing pairing on the *Doomed* story "Blood Son" (thanks to the great source material by **Richard Matheson**), when **Ashley Wood** and I kicked around the idea of what sort of comic to do next, and he said "write me something with zombies fighting robots," I had an idea to try something different with that idea as the starting point.

Namely, start the comic at the end; and tell a story with no humans other than a single infant; make all the leads incapable of experiencing a character arc; and then—despite an earlier draft that saw the lone baby help kickstart a new human race—decide to nuke the planet entirely. In issue 2.

Once *ZvR* went over well with readers (thank you thank you), we carried on—Ash delivered Amazons into the world (and I promised mermen at some point) and then, in some prequel chapters, the humans who started the whole zombie mess; I later partnered with different artists to tell other stories set in and around, above and below, the world Ash and I began.

Throughout, I treated the human characters as mostly fodder, preferring to instead keep the focus on the titular zombies and robots. We did a series of prose anthologies that built the world out in different ways. But as far as carrying on the story from that beginning "end" point, we hadn't really done it.

And yet, in kicking around ideas for this, the first *ZvR* ongoing series, I wanted it to move the story forward, not fill more gaps. And without humans and a nuked planet, that was a bit of a challenge.

Or, it would've been for a property with firm continuity, that is. But we're nothing if not loose around these parts. So without disrupting or contradicting what's come before, I actually "found" some humans in various parts of the world (as well as above and below it—and yes, mermen are finally coming, promise—by issue 3, even!). So here we are—embracing the fact that our story previously started at the end, since now we've got a blank slate—a new world, a post-nuclear zombie plague, the ever-present and problematic inter-dimensional gateway, and even some familiar faces—metallic, human, and otherwise, as you'll see.

It's nice to do it this time with both new and old faces helping me tell the stories, too: first, it'd never feel right to do *ZvR* stories without Ash, so it's a huge thrill for me to see him back and producing both new covers and pages for the comics; **Anthony Diecidue** is one of the new names to me, a talented artist I met at SDCC this past summer, and a welcome addition to the *ZvR* family; finally, launching alongside the guy responsible for me being at IDW in the first place, **Steve Niles**, not to mention his artistic collaborator, the great **Val Mayerik**, is a thrill for me, too. They've got something nicely different set for their story, and it's a welcome addition to the *ZvR* universe.

Incidentally, *ZvR*, which we did as a pretty unfilmable little thing, has been in development as a feature film for a while now. And while the film world moves at a pace that the comic world will never quite understand, things are moving along in a good direction. I mention this because the filmed version of *ZvR* now carries the title "Inherit the Earth," which is also the subtitle of my story. So if you hear good things from Hollywood about a project with that title, just remember, you were here first. So you're one of the good ones.

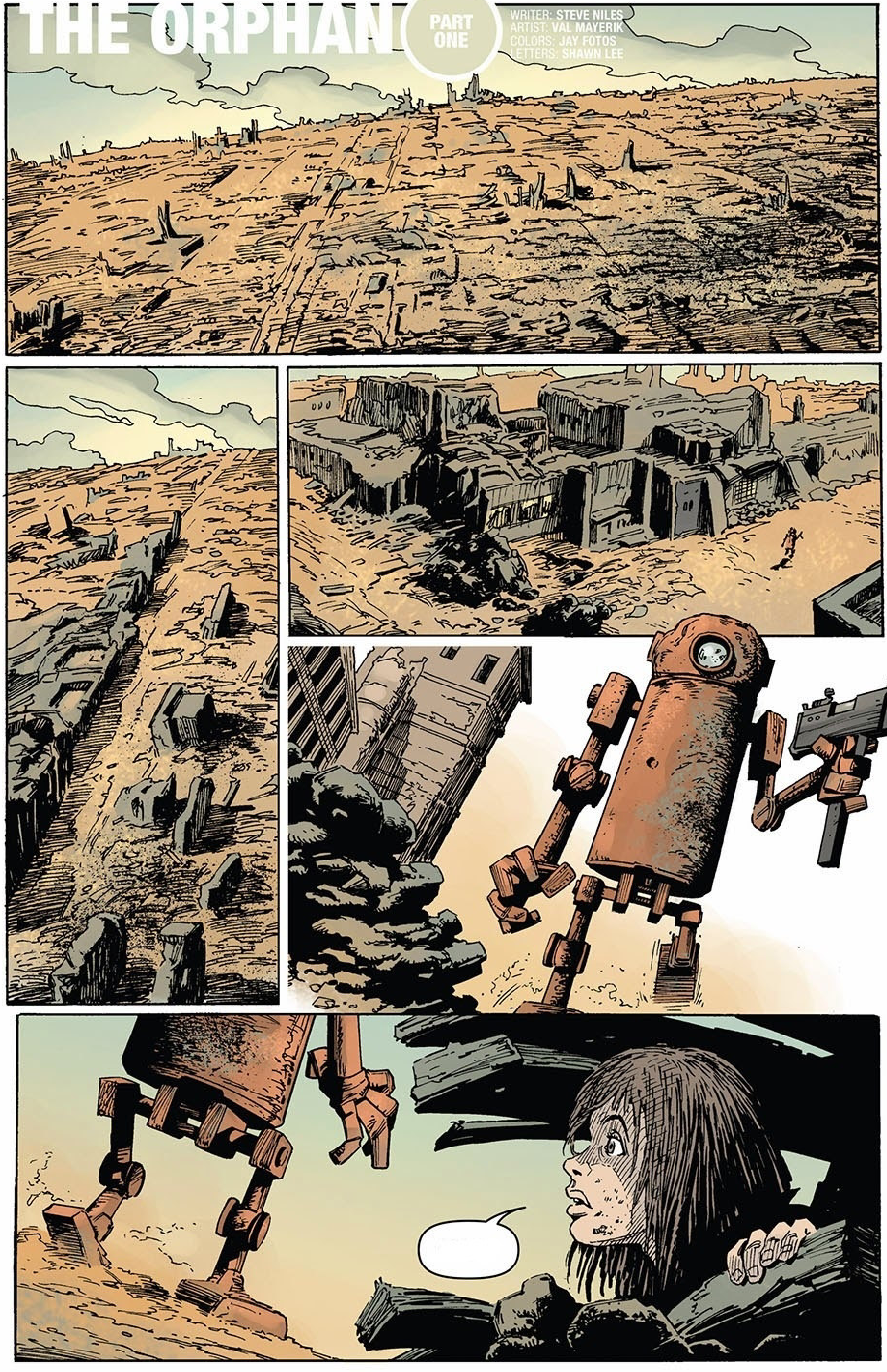
In fact, I'd love to fill this space in subsequent issues with your words, not mine, so feel free to drop me a line about anything zombie- or robot-related. The e-mail address, also listed above, is letters@idwpublishing.com. Or just write me in 140-character chunks at Twitter (@chris_ryall), tagging the tweet with #ZvR1. Hopefully, we can all settle in for a long *ZvR* run here, so let me know what you'd like to see, what you don't want to see, and what other dangling plotlines you wish I'd get to already.

Thanks for picking this up, and we'll all see you back here…

…**NEXT TIME!** In "Inherit the Earth," part 2, even on a dead, nuked Earth, the zombies remain. *But how?* And both the dead and some of the 'bots seem to have gained sentience? *But why?* Also: new humans join the fight? *But who?* Some answers and more questions are presented here! And in part 2 of "The Orphan," a new friendship is literally built out of scraps, which would be all nice and sweet if not for the rabid zombie horde… *Zombies vs. Robots* #2, in one month! Look for it with either the Ash Wood cover or this James Stokoe "robot" cover!




ذهب والده للحصول على المساعدة وتركنى وحيدة
TALES OF AIR
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ZIP
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تبين ان والده لن يعود

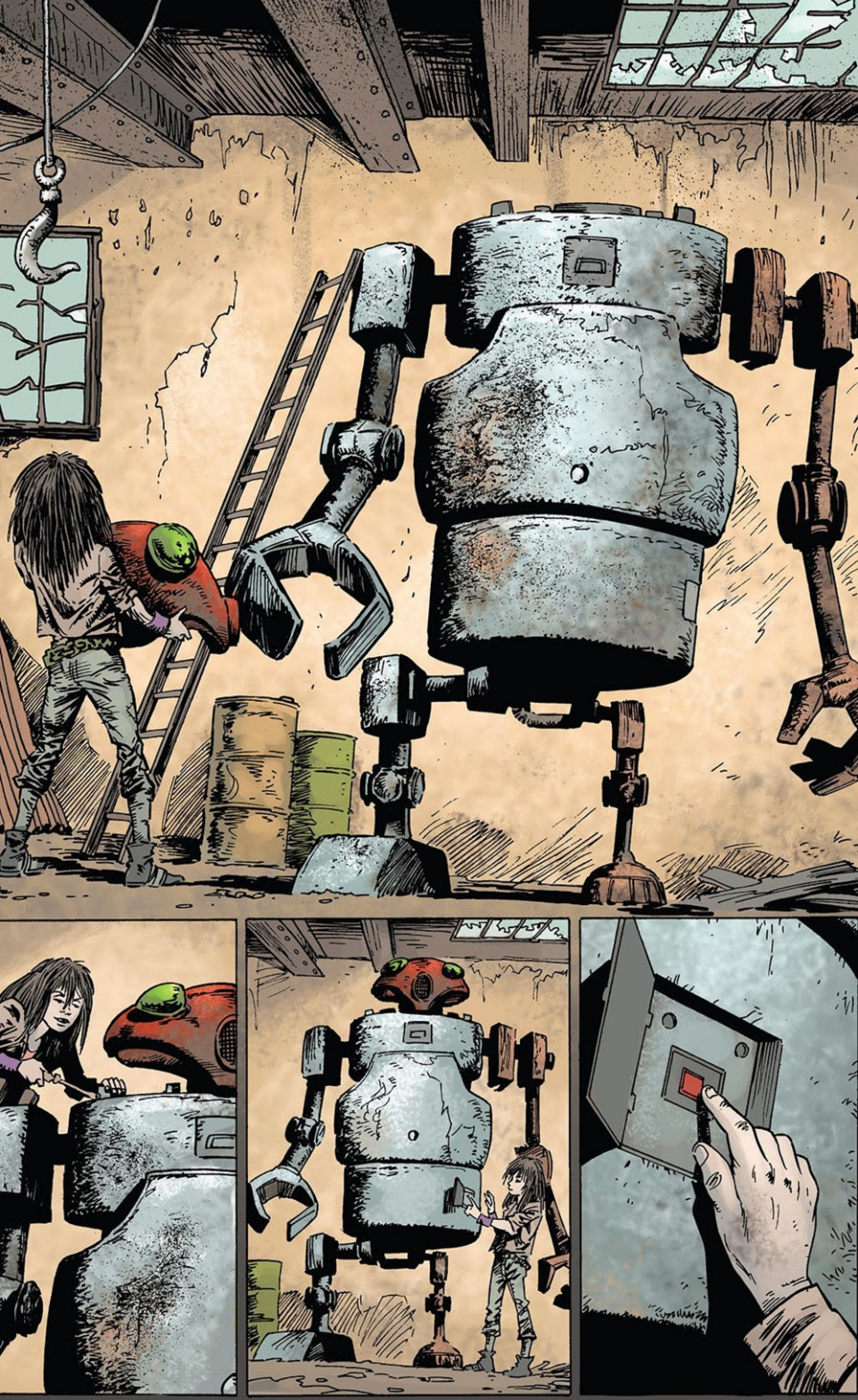

THE ORPHAN
PART ONE
WRITER: STEVE NILES
ARTIST: VAL MAYERIK
COLORS: JAY FOTOS
LETTERS: SHAWN LEE


هروب



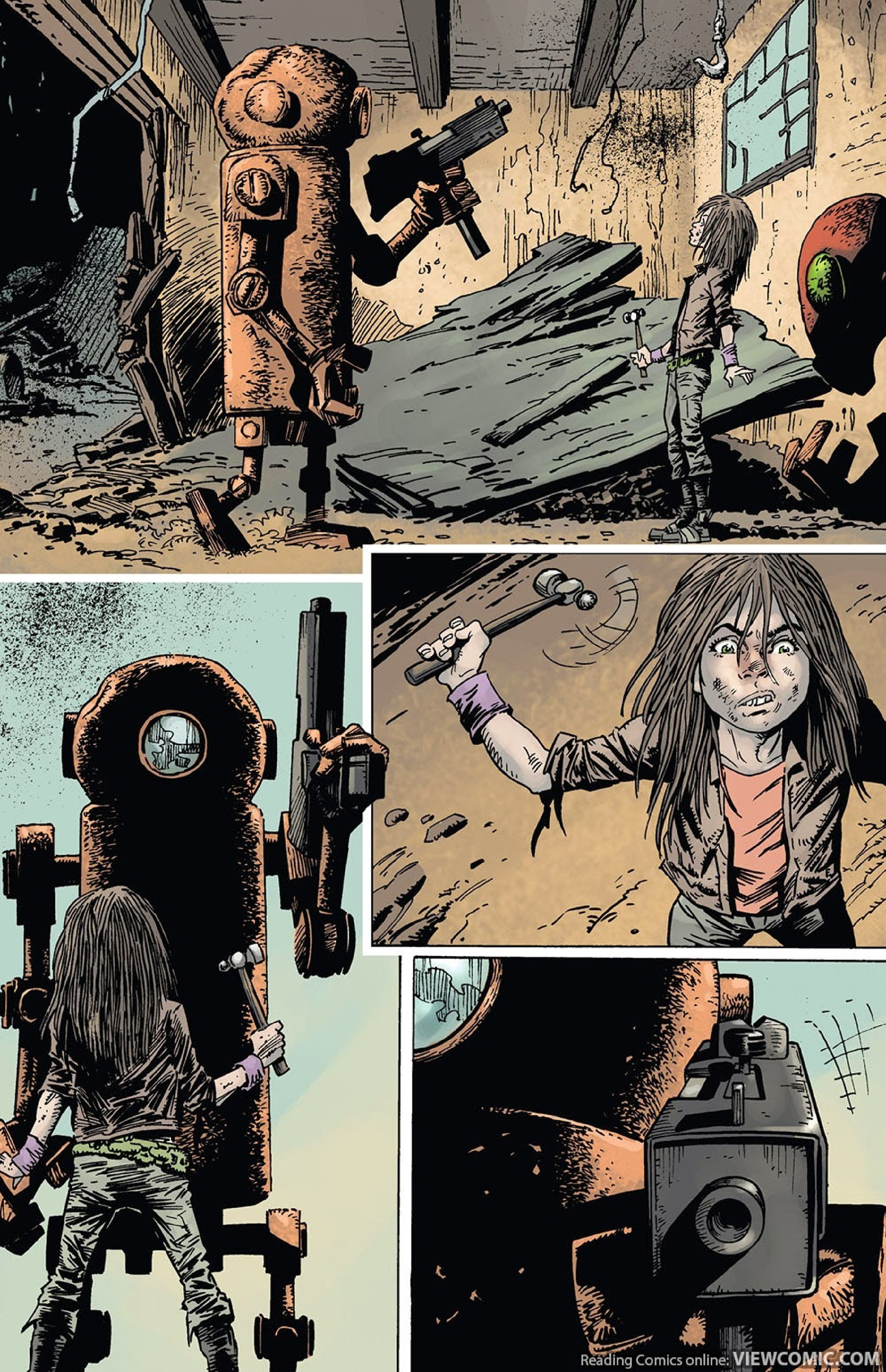

جميل

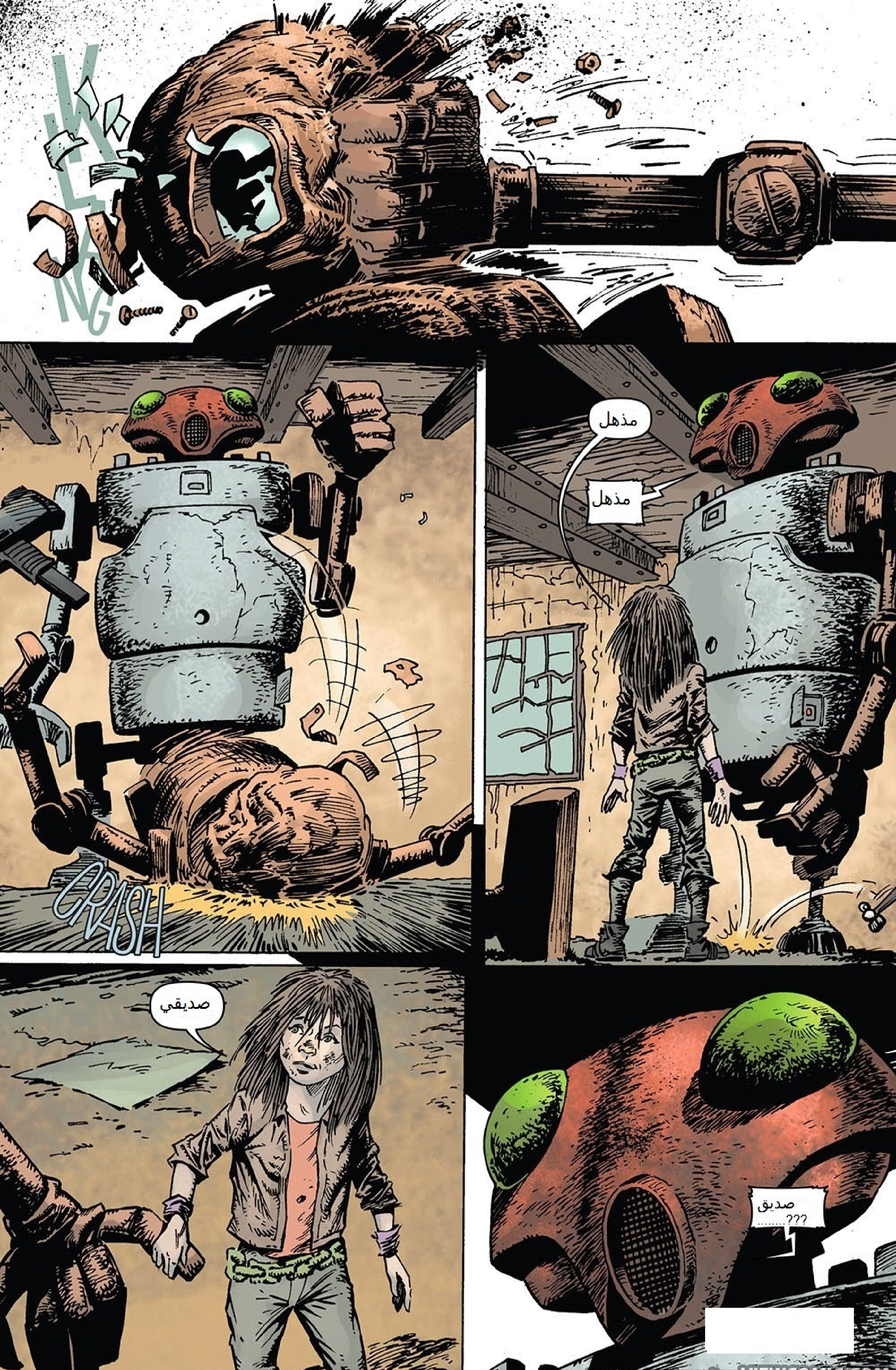





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لماذا لا تعمل هيا




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CRASH
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صديق
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2 | ZOMBIES VS ROBOTS